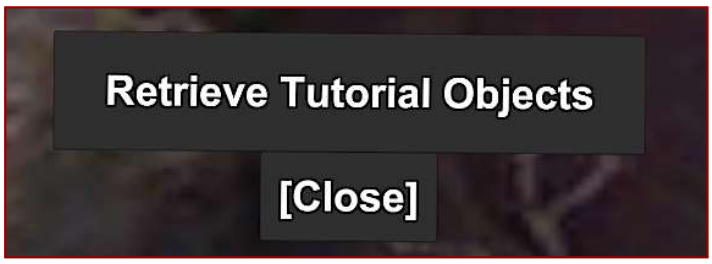
Tainted Grail Mod Guide

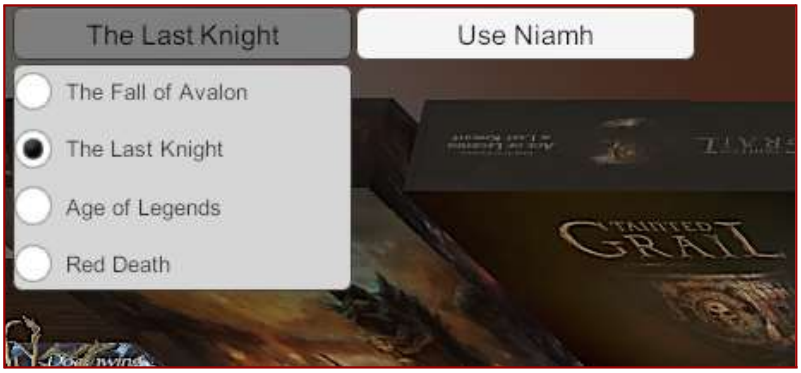
Tutorial Scenario

The Tutorial documents and deck can be pulled out using the Tutorial button.



Initial Setup Guide

The mod is initially set up for the Fall of Avalon campaign using the 2.0 assets. The UI in the top-left can be used to set up the other campaign expansions.



The initial campaign setup is completely automated, so nothing else needs to be taken out of any boxes or bags, however this does not include the chapter setup. Refer to the instructions on the chapter cards to perform that.

These buttons are intended for initial setup only. Going back and forth through different expansions may work at times but it's not the intended or tested use case. The currently supported options on a fresh save are:

- Fall of Avalon -> The Last Knight
- Fall of Avalon -> Age of Legends
- Fall of Avalon -> Red Death (Red Death using Fall of Avalon characters)
- Fall of Avalon -> The Last Knight -> Red Death (Red Death using The Last Knight characters)
- Fall of Avalon -> Age of Legends -> Red Death (Red Death using Age of Legends characters)

Red Death also has rules available to transfer characters from a previous campaign, but using the Red Death setup button after a full campaign is unlikely to work well due to how disorganised the table and decks would have become. Perform the transfer manually using the Red Death exploration journal as a guide.

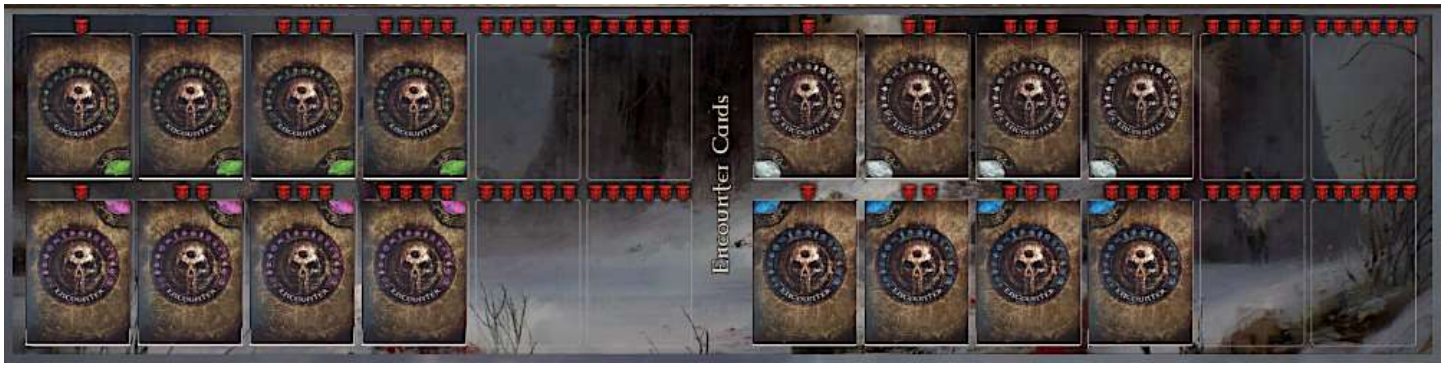
Note: When changing to Last Knight/Age of Legends and then Red Death, allow some time for the Last Knight/Age of Legends object references to load before clicking Red Death, otherwise it may not set up correctly.

Combat/Diplomacy Decks

The starter/advanced decks are pre-set up for every character in any expansion, and can be found on the decks board to on the right-side of the table.

Encounters Setup

The encounter decks are set up as infinite containers, allowing them to be redrawn for each new chapter.



Place them on the 4 empty spaces of the board below, shuffle each deck once all required difficulties are placed.

When setting up the next chapter, you can just delete the decks from these 4 spaces and redraw new decks from the infinite containers. This saves having to sort the used decks if the difficulties change in the next chapter.

Special Events

In the Fall of Avalon base game, the Special Events can be found underneath the “Forever Autumn” cards.

Using Niamh

Niamh is an additional character that can be used in any expansion, but uses the archetype (board and non-named cards) from any chosen colour. This colour is determined by the colour of the seated player who uses the “Use Niamh” button in the top-left UI.

To use Niamh:

- First select which campaign expansion will be played
- Change your player colour to the archetype that you want Niamh to replace
- Press the “Use Niamh” button

Niamh’s model, attributes, decks, resources etc will all be set up and ready to use.

Note: If the mod or expansion had just started loading, clicking “Use Niamh” is likely to result in a script error. Allow the mod/expansion to finish loading first.

Search Boxes

Search functionality exists for the following objects:

- Exploration Journal
- Book of Secrets
- Location Cards (At the bottom of the hand-drawn map backdrop)
- Secret Cards

Menhirs

In case you couldn’t find them, the rest of the Menhirs are at the very top-left of the table with the monster minis.

Counters

The red counters next to the combat board can be used to track red cubes instead of actually placing them.

UI

Upkeep of character resources can be performed from the player-specific UI. The bottom half of this UI has camera controls to get around the mod easily.

There is also a party UI which makes it easier to see everyone's resources. This UI will show only seated players, and can be toggled on and off from the player-specific UI.

If a player sits at "Black" (GM), they will see a different version of this UI which includes all characters regardless of seated status, along with "-" and "+" to be able to manage all characters at once.

Monsters of Avalon

In the top-left area of the table, you can find cards for the Monsters of Avalon expansion which upgrades some encounters to Guardian status, and hence allows the use of these monster minis.

To use them, you can find instructions for which of these cards replace other cards in the exploration journals (I believe this is only valid for The Last Knight and Age of Legends).

Promos

Echoes of Past and Future contains achievement sheets and special abilities for all characters in all expansions. These are already placed near the character boards and on the decks board.

Forever Autumn is a side quest which can be started from Chapter 4a/4b until Chapter 8. Flip the Forever Autumn card, which can be found below the Story Events, for setup instructions. (Fall of Avalon only)

Pack Donkey is a companion which offers additional abilities that can be used daily, but at the cost of some upkeep. Everything including the instructions card is above the items deck.

War Runes add more unpredictability to encounters and can give both good and bad results. They can be found just below the combat board.